WELCOME

Experiential Learning and the Changing Face of Early Childhood Education











- Pre-kindergarten (3-4 year olds)
- 53,340 sf
- 325 students
- \$16 million
- Completed in December 2018



THE RESEARCH

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THE CORE STORY OF CHILD DEVELOPMENT

The Council has worked in partnership with the FrameWorks Institute to simplify highly complex scientific concepts about child development into a core story that reflects a sophisticated understanding of the developmental process, yet is still understandable to lay audiences. The original concepts of the story follow below:

- Early experiences in life build "brain architecture," with simple circuits forming first and more complex circuits building upon
- Children develop in an environment of relationships that begins in the family but also involves other adult caregivers. The developmental process is fueled by a reciprocal, "serve and return" process, in which young children naturally reach out for interaction and adults respond-and vice versa.
- Genes and environments interact to shape the architecture of the brain. Genes provide the basic instructions, but experiences leave a chemical "signature" authorizing how and even whether the instructions are carried out.
- Cognitive, emotional, and social capacities are inextricably intertwined, and learning, behavior, and both physical and mental health are highly interrelated over the life course. We can't have one without the other.
- "Toxic stress" derails healthy child development and can have long-term negative effects on learning, behavior, and physical and mental health.
- Brain plasticity and the ability to change behavior decrease

Quality early childhood education provides an economic return to society at a rate of seven to ten percent per year.

Dr. James Heckman

Reaching for Breakthroughs with Science-Based Innovation

Innovation & Science Application

Collective Change



lasting, population-level change for children facing adversity, we must foster a movement of collective

Browse Key Concepts I Learning Communities in Action

Learn more about Collective Change >

The Importance of Early Learning

In 1960, only 10 percent of the United States' 3- and 4-year olds were enrolled in a school program. Today, nearly 75 percent of 4-year-olds and 51 percent of 3-year-olds are enrolled in private or public pre-kindergarten programs. But just being in a program may not be enough; studies have shown that children who participate in high-quality early childhood programs outperform students who do not.



Benefits of early education

The quality of a pre-k program, or lack of, sets the stage for a student's future. Programs can improve cognitive development, and reading and math scores. A quality pre-k program can help students:



Reduce grade repetition among first graders by 30 percent after one year of enrollment and 50 percent after two years.



Graduate from high school and go on to college.



Have an immediate effect of a 7 to 8 point increase on an IQ test, or moving from the 30th to 50th percentile for achievement test scores.



Display more self-confidence and positive behavior in the classroom.



Move through k-12 without supplementary or remedial education, saving school districts about \$3,700 per child.

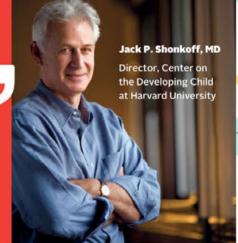


Earn more money as an adult.

For us, the issue is not so 'how do we take the best constructive way, it's not good enough.'

an R&D platform for a safe to try new things. We're driven by an incredible sense of

urgency.



esearch has shown that the number of programs meeting these benchmarks has improved year over year. Take a look at the percent















30,000,000 WORD









DR. SARAH K. JANDRUCKO ACADEMY FOR EARLY LEARNERS

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High Reading Ability Low Knowledge of Baseball High Reading Ability High Knowledge of Baseball

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Reading Ability

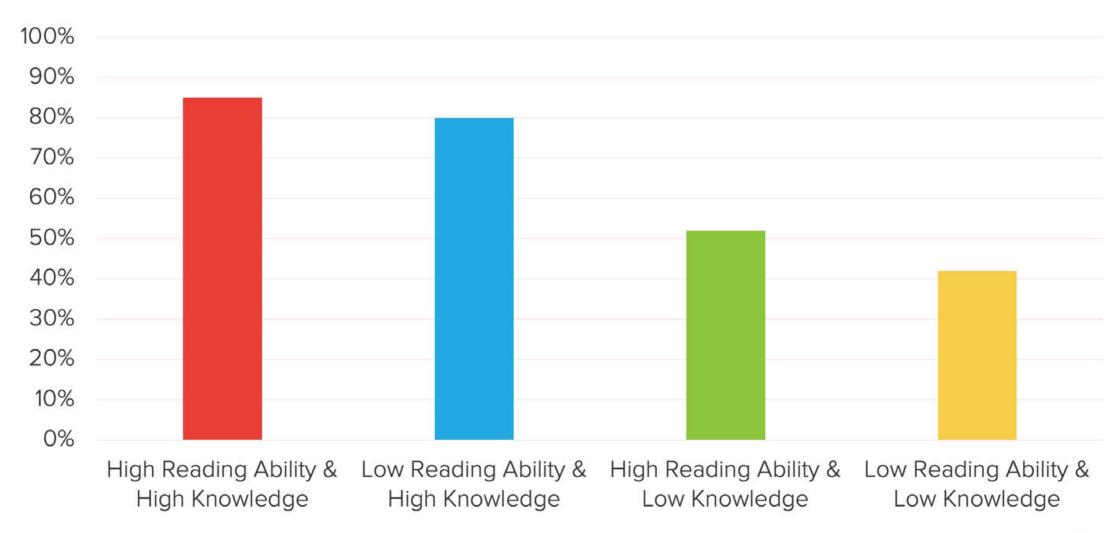
High: ≥70%

Low: ≤30%

KNOWLEDGE OF BASEBALL



DR. SARAH K. JANDRUCKO ACADEMY FOR EARLY LEARNERS





CURRICULUM + EXPERIENCE

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CONCEPTUAL PACKAGING



V.E.3—Child begins to **RECOGNIZE AND CREATE PATTERNS.**



V.A 1—Child knows that objects or parts of an object **CAN BE COUNTED**

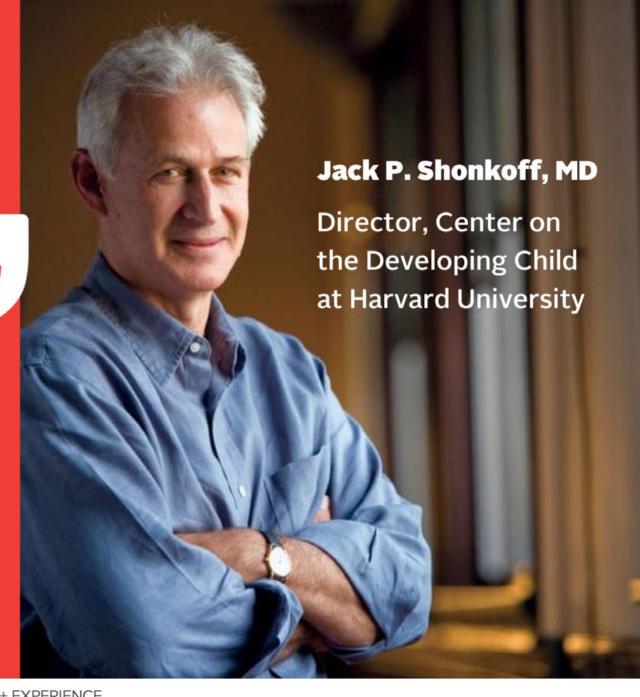


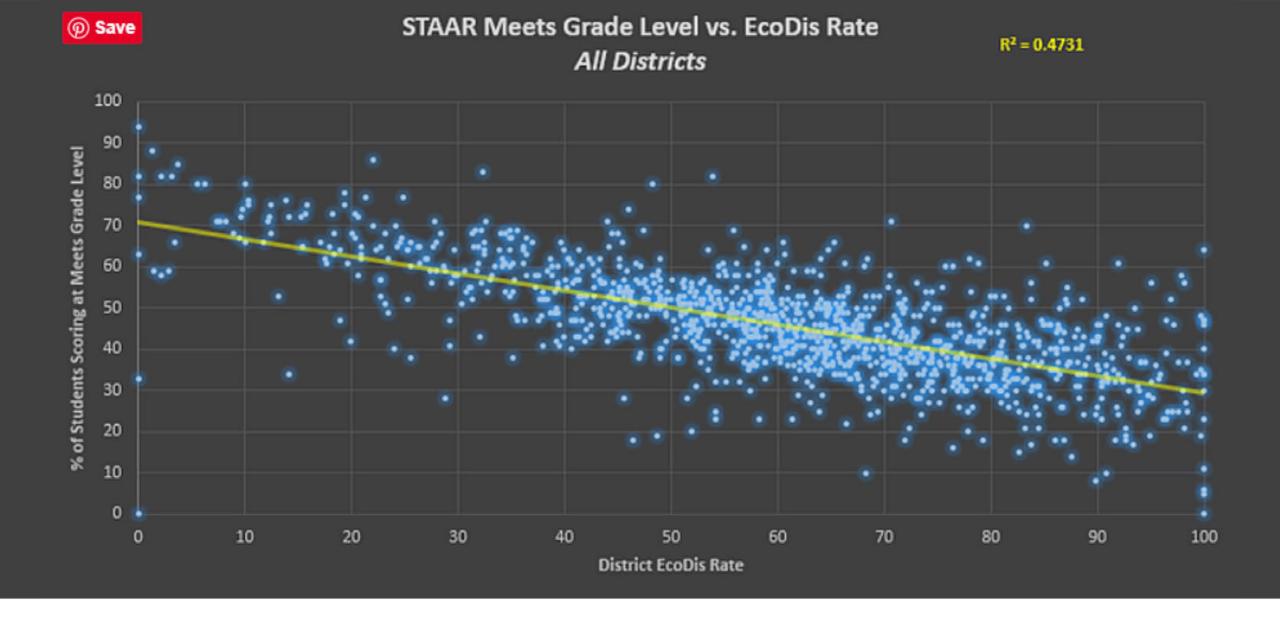
III.B.4—Child **BLENDS SYLLABLES** into words
III.B.8—Child **BLENDS ONSET CONSONANT AND RIME** to form a familiar one syllable word with and without pictorial support

For us, the issue is not so much, 'what's the best available knowledge,' but 'how do we take the best of what we're doing right now and say, in a constructive way, it's not good enough.'

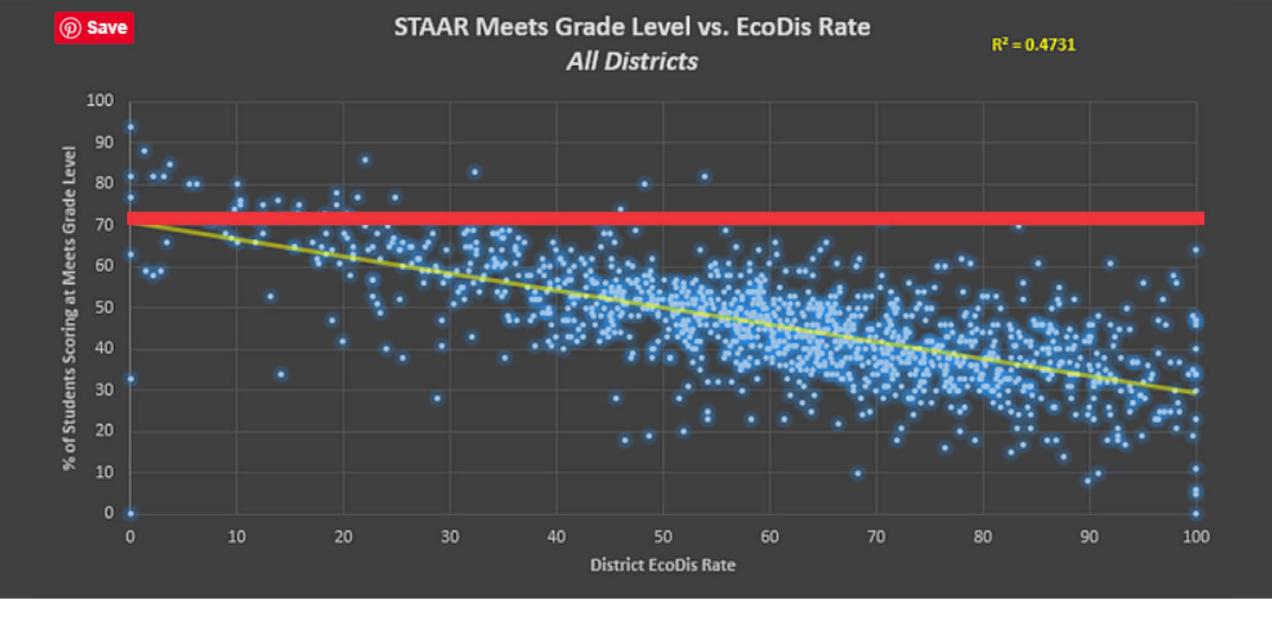
Our mission is to create an R&D platform for a field that hasn't made it safe to try new things...

We're driven by an incredible sense of urgency.





ARE YOU OKAY WITH THIS?



WE CAN DO THIS DIFFERENTLY!

LEARNING ENVIRONMENT

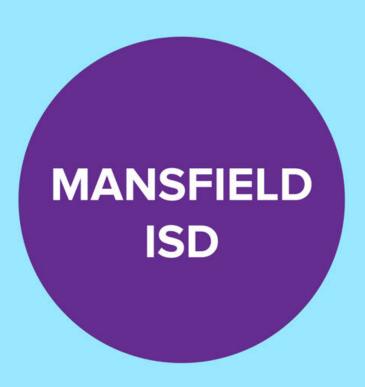
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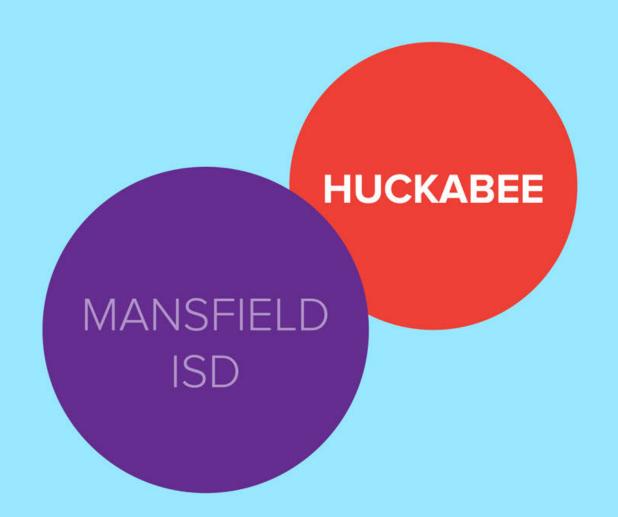


It's not more of the same...

Every space that the child encounters supports curriculum, experience and their social / emotional wellbeing.

BE INTENTIONAL!











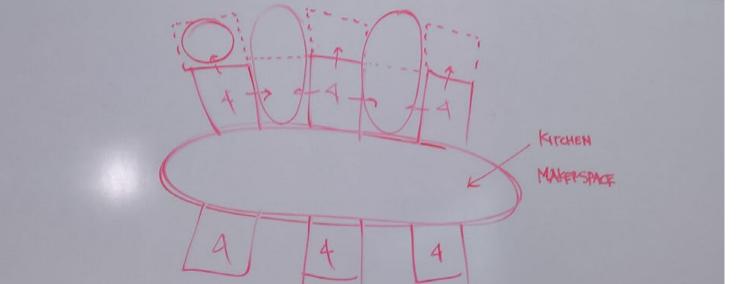


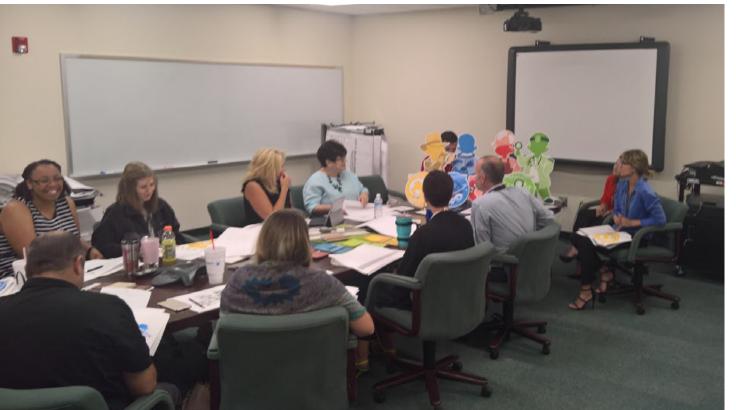


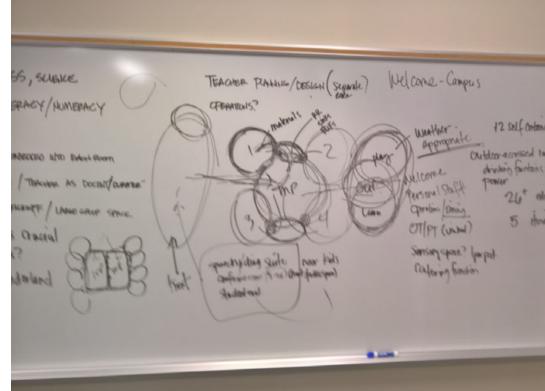
We have to do this well.



WENEED TO GO ALLIN!



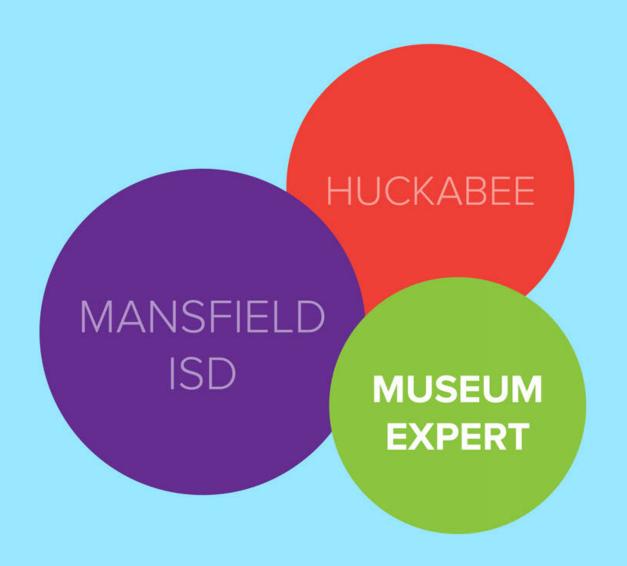




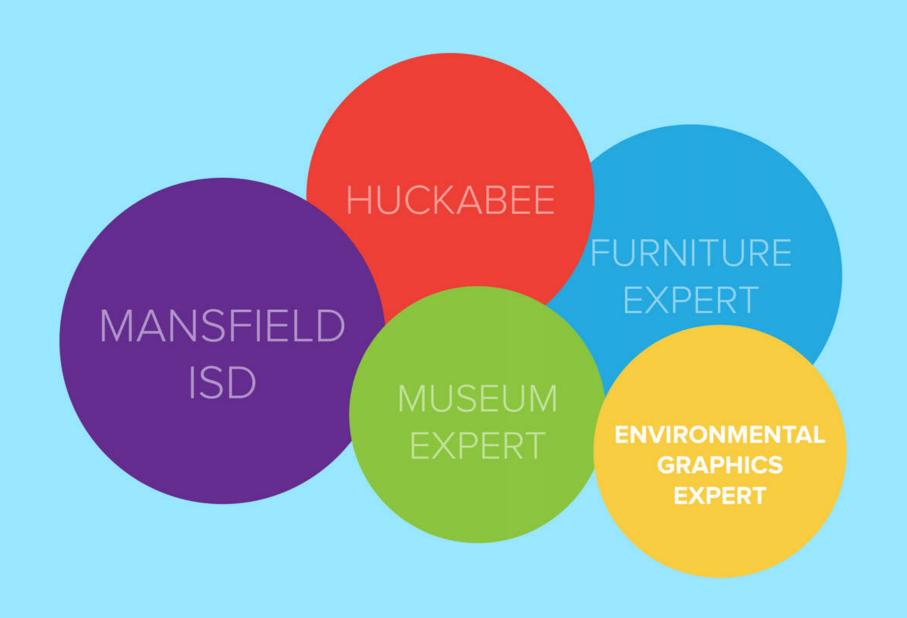


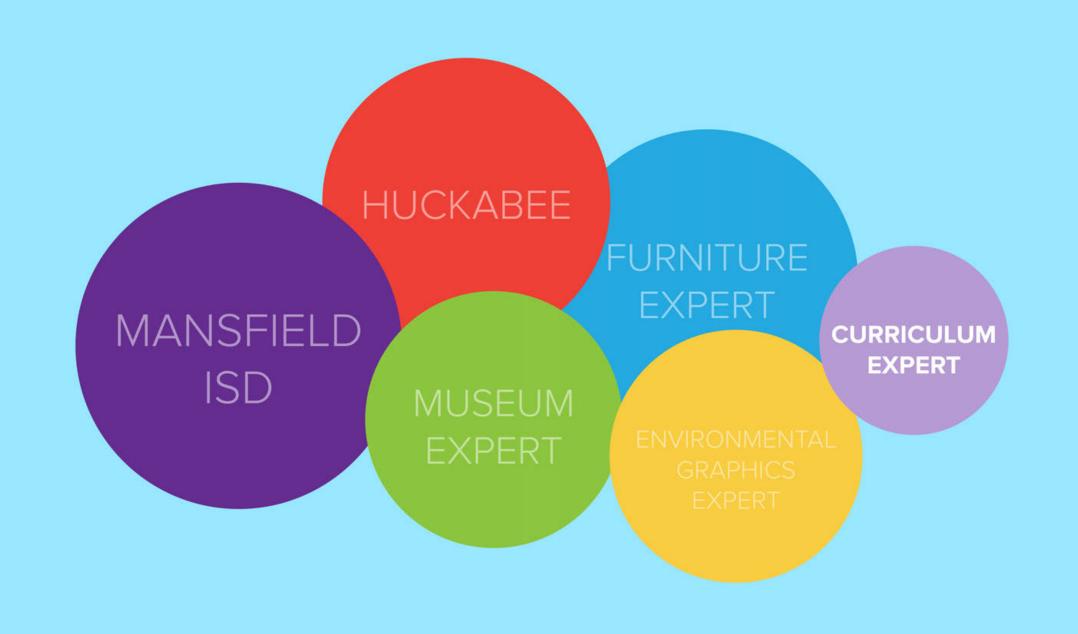
It can't just be about the classroom. . .

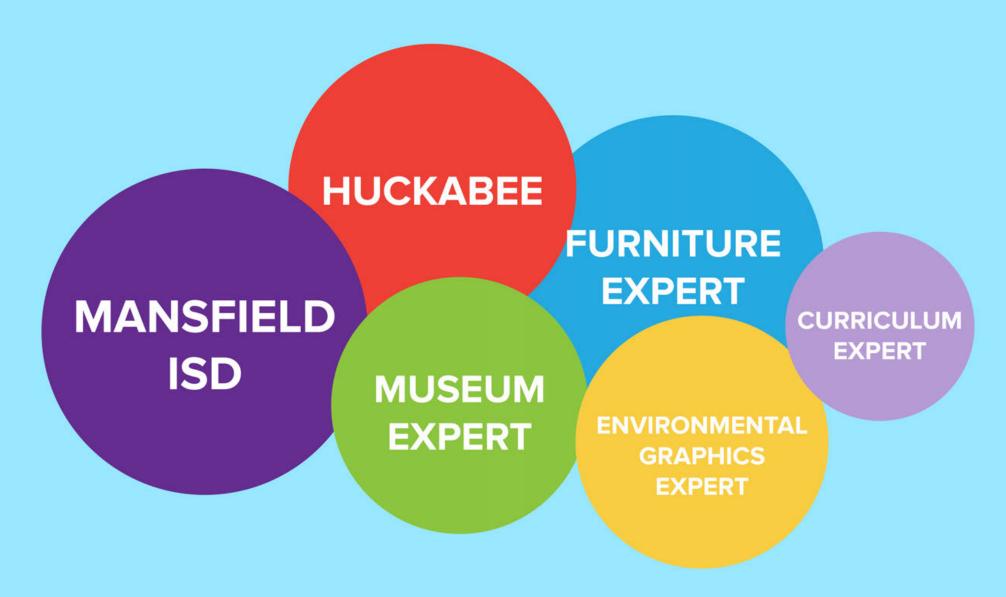
It has to be an experience! It has to support the goal of early learning!











The Dream Team

PODS + LEARNING EXPERIENCES

Navigation

- Space
- Wonderland
- Let's Get Going
- Journey in Time

Interaction

- Our World
- Savvy's Market
- Community
- Construction

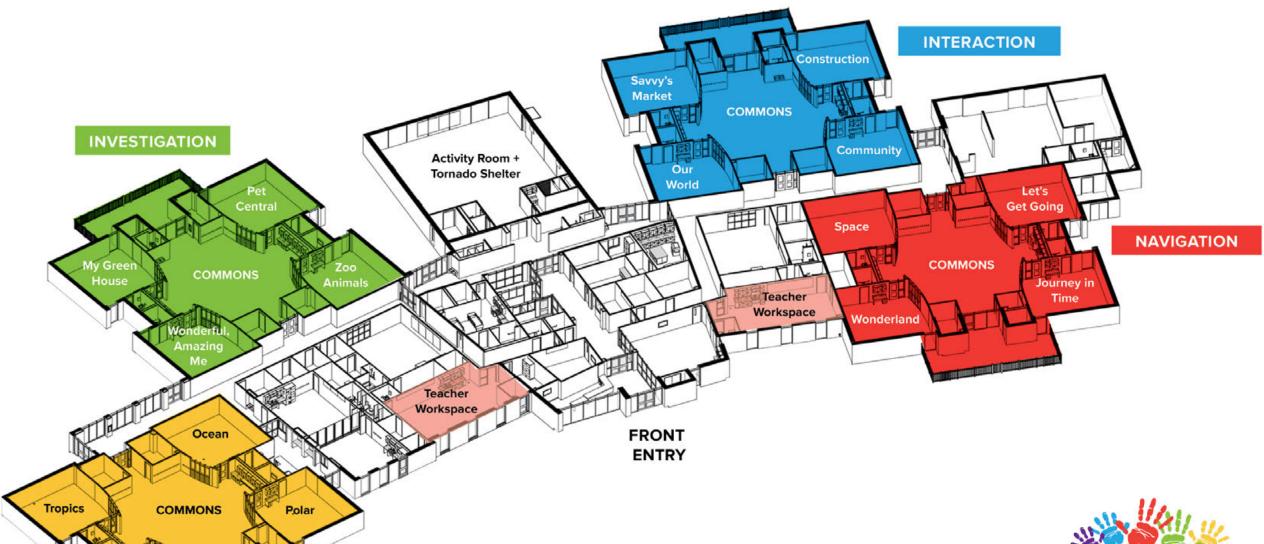
Investigation

- Zoo
- Pet Central
- My Green House
- Wonderful, Amazing Me

Exploration

- Tropics
- Savanna
- Ocean
- Polar







EXPLORATION

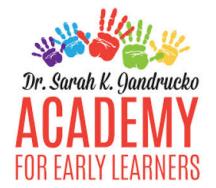
Savanna

360 TOUR

You will see:

- Rich language experiences
- Positive interactions
- Active, explorative experiences
- Multi-sensory approach
- Numeracy experiences
- Literacy-rich classroom





QUESTIONS?

